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A1  
end

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Summary

A distributed component system in which component object model (COM) clients can create components at run-time without 15 knowledge of the specific names or capabilities of the network nodes servicing that creation is disclosed. The components in the system are distributed among a client node and its server nodes. The system includes a client augmentation module to 20 intercept and process client activation requests, and server augmentation modules monitoring activation requests from the client node. The client augmentation module processes the activation requests by multicasting the specifics of the request to the network. The server augmentation modules

being aware of the name and/or IP address of a specific server, the client often has either to monitor the detailed state of the network at the time of the request or to assume the server is available and configured properly to service the request. Server failures become evident to the client only after the activation request has been committed to the server by the client, at which time it may be too late for the client to mitigate the problem. There is often no mechanism available for the client to dynamically attempt connections with other anonymous and viable nodes in response to a failure of the currently used server because of the static nature of a DCOM based distributed system. At best, a response to the server failure often requires informing application users based on the network configuration, and at worst, it may require a complete recompilation of source code. --

Please replace the paragraph beginning at page 8, line 18 with the following rewritten paragraph:

-- In the Multi-Ci mode, the parameters for the client request include a maximum response wait time as well as maximum and minimum response count just as with the SNR mode, but the returned values will instead be the interface pointers requested. The IP augmentation module for the client node 202 creates location independent references to objects on the

network by using an existing DCOM protocol known as an Object RPC (ORPC). The ORPC is a set of definitions that extends the standard DCE RPC protocol. It specifies how calls are made across the network and how references to objects are represented and maintained. --